

<<计算机游戏进展Advances in >>

图书基本信息

书名：<<计算机游戏进展Advances in computer games>>

13位ISBN编号：9783540488873

10位ISBN编号：3540488871

出版时间：2007-01-19

出版时间：Springer

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页数：273

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内容概要

This book constitutes the thoroughly refereed post-proceedings of the 11th International Conference on Advances in Computer Games, ACG 2005, held in Taipei, Taiwan, in September 2005 in conjunction with the 10th Computer Olympiad. The 20 revised full papers presented were carefully selected during two rounds of reviewing and improvement from 32 submissions. The papers cover all aspects of artificial intelligence in computer-game playing. Research topics addressed are automatic generation, optimization, opponent modelling, search, knowledge representation, and graph history interaction. Games covered are western chess, chinese and japanese chess, checkers, lose checkers, amazons, go, poker, loa, mastermind, awari, ataxx, pool, as well as the two theoretical games connect and sumbers.

书籍目录

Innovative Opening-Book Handling Partial Information Endgame Databases Automatic Generation of Search Engines RSPSA: Enhanced Parameter Optimization in Games Similarity Pruning in PrOM Search Enhancing Search Efficiency by Using Move Categorization Based on Game Progress in Amazons Recognizing Seki in Computer Go Move-Pruning Techniques for Monte-Carlo Go A Phantom-Go Program Dual Lambda Search and Shogi Endgames Chunking in Shogi: New Findings King Race The Graph-History Interaction Problem in Chinese Chess A New Family of k-in-a-Row Games Exact-Bound Analyzes and Optimal Strategies for Mastermind with a Lie Player Modeling, Search Algorithms and Strategies in Multi-player Games Solving Probabilistic Combinatorial Games On Colored Heap Games of Summers An Event-Based Pool Physics Simulator Optimization of a Billiard Player Position Play Author Index

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